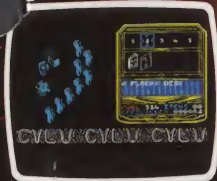




Screen pictures shown
may be different machine
versions of game.



Firebird

Crack the logic of the super-maze, and pass the ultimate test.
Trova il sistema logico che vi condurrà fuori dal labirinto, e superate il test ultimo.
Rompe la lógica del super-laberinto y sal victorioso de la prueba definitiva.
Breek de logica van de super doolhof en slaag voor de moeilijkste test.
Los logikken af super labyrinten og gennemfor den endelige test.
Knacken Sie das System des superlabyrinth und bestehen Sie die letzte Prüfung.
Démélez la logique du super labyrinthe et passez le test des tests.
Keyboard or Joystick

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64/128**

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Firebird

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Seabase Delta
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Shorts Fuse
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* Correct at time of printing



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CYLU

© G. FOLEY

THE GAME

Your quest, Cylu, begins in a small crowded chamber deep within the heart of a large maze. Hidden in the maze are 24 objects which must be collected, returned to the starting point, and deposited in the Master Computer. Once all the objects have been deposited you will be deemed worthy to be our new leader. During your journey you will encounter: 32 forcefields which will bar your way to many sections of the maze (until disabled by placing the corresponding processors in the Master Computer), nine teleport terminals which, when used with the relevant teleport keys, will provide access to isolated areas of the maze, a master refuel (RFL) at the base unit, a master return to base (RTB) unit, and 30 fuel cannisters.

LOADING

1. Ensure that your tape recorder is connected according to your Commodore 64 manual.
2. Place the tape in your tape recorder and rewind to the beginning.
3. Press SHIFT and RUN STOP on your Commodore 64, simultaneously.
4. Press PLAY/LOAD on your tape recorder.

NOTE: Full loading instructions can be found in your Commodore 64 manual.

PLAYING THE GAME

Full instructions are provided in the program itself, with some useful hints. Keyboard controls are:

LEFT/RIGHT CURSOR=ROTATE LEFT

UP/DOWN CURSOR=ROTATE RIGHT

SHIFT (either)=MOVE FORWARD

F3=DROP OBJECT

F7=EXAMINE OBJECT

SPACE=PAUSE GAME

CTRL and S=SAVE CURRENT POSITION

CTRL and L=LOAD OLD POSITION

RUN STOP=ABORT GAME

F1=PICK UP OBJECT

RETURN=SELECT OBJECT

F5=USE OBJECT

CTRL=RESTART GAME

Cylu may carry up to five objects at any time in the cargo bays (indicated on screen by the numbered squares). Only one bay may be accessed at any time - selected using the RETURN key.

Try to finish the quest with as low an efficiency rating as possible.

Good luck...

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 - ★ YOUR OWN MEMBERSHIP CARD
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